

# Oracle

version 1.3

*class homebrew for Dungeons & Dragons 5th Edition*

## Class Features

As an oracle, you gain the following class features.

### Hit Points

**Hit Dice:** 1d6 per oracle level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per oracle level after 1st

### Proficiencies

**Armor:** Light armor

**Weapons:** Daggers, darts, slings, quarterstaves, light crossbows

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Arcana, History, Insight, Perception, Persuasion, and Religion

### Equipment

You start out with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) a holy focus
- (a) a priest's pack or (b) an explorer's pack
- Leather armor
- Two daggers

## Spellcasting

As a conduit for divine power, you can cast cleric spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric spell list.

### Cantrips

At 1st level, you know four cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Oracle table.

### Spell Slots

The Oracle table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these oracle spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level slot and a 2nd-level slot, you can cast *cure wounds* using either slot.

## Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the cleric spell list.

The Spells Known column of the Oracle table shows when you learn more oracle spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the oracle spells you know and replace it with another spell from the cleric spell list, which also must be of a level for which you have spell slots.

## Spellcasting Ability

Charisma is the spellcasting ability for your oracle spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an oracle spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

## Ritual Casting

You can cast any oracle spell you know as a ritual if that spell has the ritual tag.

## Spellcasting Focus

You can use a holy symbol (found in Chapter 5) as a spellcasting focus for your oracle spells.

## Oracle's Curse

Each oracle is cursed, but this curse comes with a benefit as well as a hindrance. This choice is made at 1st level, and once made, it cannot be changed. The oracle's curse cannot be removed or dispelled without the aid of a deity. An oracle's curse is based against her oracle level. Each oracle must choose one of the following curses.

### Blackened

Your hands and forearms are blackened, as if you had plunged your arms into a blazing fire, and your thin, papery skin is sensitive to the touch. You have disadvantage on all weapon attack rolls, and you add *burning hands* to your list of spells known. At 5th level, add *scorching ray* and *flaming sphere* to your list of spells known. At 10th level, add *wall of fire* to your list of spells known. At 15th level, add *delayed blast fireball* to your list of spells known. These spells count as oracle spells for you but don't count against the number of oracle spells you know.

### Clouded Vision

Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see in dim light as if it were bright light, and in darkness as if it were dim light. At 5th level, you gain the ability to see normally in darkness, both magical and nonmagical, to a distance of 30 feet. At 10th level, you gain the ability to cast *detect magic* at will, without expending a spell slot. At 15th level, you gain truesight out to a range of 15 feet.

## Cold-blooded

Your blood turns sluggish without sufficient heat, and you must seek warmth and shelter earlier than most. This oracle curse is common among lizardfolk and other reptilian races. You have disadvantage on saving throws to reduce cold damage, and whenever you fail such a saving throw, you are stunned for one round. You have disadvantage on saving throws to resist extreme cold, and wearing cold weather gear does not grant an automatic success for you. At 5th level, poisons and diseases last for half the duration. At 10th level, whenever you take a readied action to perform a melee attack, you can move up to half your speed as part of the attack. At 15th level, you can take the Dash action as a bonus action a number of times equal to your Charisma modifier. These uses are restored after completing a long rest.

## Consumed

Your connection to demons has left you diminished but still able to scorn mortal frailties. You have vulnerability to all damage, but you automatically stabilize when you fall below zero hit points. At 5th level, you have advantage on saving throws to resist poison and disease. At 10th level, you can survive without food and water for a number of days equal to your oracle level before suffering adverse effects. At 15th level, whenever a creature within 30 feet falls below zero hit points in combat, you gain a number of temporary hit points equal to its level or challenge rating.

## Deaf

You cannot hear and suffer all of the usual penalties for being deafened. You cast all of your spells without needing verbal components. At 5th level, you have advantage on Perception checks that do not rely upon hearing. At 10th level, you can no longer be surprised while you are conscious. At 15th level, you gain tremorsense out to a range of 30 feet.

## Haunted

Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear requires an action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. You gain the *mage hand* and *minor illusion* cantrips. At 5th level, add *levitate* to your list of spells known. At 10th level, add *telekinesis* to your list of spells known. At 15th level, add *reverse gravity* to your list of spells known. These spells count as oracle spells for you but don't count against the number of oracle spells you know.

## Infested

Insects, spiders, grubs, and other vermin plague you constantly. They crawl in your hair, fill your clothes, and fly or crawl into your mouth, nose, and ears. You have disadvantage on all Persuasion checks with people you do not know well, and everyone you meet has a starting attitude of "indifferent" or "hostile". Additionally, you have disadvantage on all Animal Handling checks. You have advantage on Constitution saving throws to resist poison and disease caused by insects, scorpions, and spiders. At 5th level, you gain resistance to all damage caused by

swarms. At 10th level, add *insect plague* to your list of spells known. At 15th level, add *antipathy/sympathy* to your list of spells known. These spells count as oracle spells for you but don't count against the number of oracle spells you know.

### Lame

One of your legs is permanently wounded, reducing your base land speed by 10 feet. Your speed is never reduced due to encumbrance. At 5th level, you are immune to effects that reduce speed except via the grappled, restrained, and incapacitated conditions. At 10th level, your speed is never reduced by armor. At 15th level, you are immune to the exhausted condition.

### Legalistic

The shackles of Hell impose savage consequences should you violate a covenant, but also imbue you with remarkable guile. Whenever you break your word (whether intentionally or accidentally), you become sickened (poisoned condition) for 24 hours. Once per day, you can grant yourself advantage on any one ability check or attack roll that helps you fulfill a promise made to another individual. At 5th level, you gain expertise on Persuasion, Intimidate, and Insight checks with which you already have proficiency while talking with an individual one-on-one. At 10th level, you can make a new saving throw each minute to resist mind-affecting effects as your subconscious searches for loopholes. At 15th level, any creature that violates its freely given word to you takes a penalty to its AC and saving throws against you equal to your Charisma modifier (minimum penalty of 1) for 24 hours.

### Wasting

Your body is slowly rotting away. You have disadvantage on Deception, Performance, and Persuasion ability checks based on Charisma. You have advantage on saving throws against disease. At 5th level, you are immune to the poisoned condition. At 10th level, you gain immunity to disease. At 15th level, you gain immunity to poison damage.

### Wolfscarred Face

Your face is deformed, as though you were born with a wolf's muzzle; many mistake you for a lycanthrope. You have a severe speech impediment which compromises your ability to cast spells with verbal components. When casting such a spell, roll a d10; on a 1 or 2, the spell fails wasting your action, but you do not expend a spell slot. You gain a natural weapon attack: bite, 1d4 piercing. At 5th level, your bite damage increases to 1d6. Additionally, add *alter self* to your list of known spells. This spell counts as an oracle spell for you but doesn't count against the number of oracle spells you know. At 10th level, your bite damage increases to 1d8. The "Natural Weapons" option of *alter self* does not reduce the damage die of your bite attack, but it does grant the +1 bonus and magical effect. At 15th level, your bite damage increases to 1d10, and you gain the ability to cast *alter self* as a ritual.

### Wrecker

The destructive power of the Abyss and its teeming hordes of demons seeps from your very being into your belongings and surroundings. All manufactured weapons you wield have a -1

penalty to attack and damage rolls. All manufactured armor and shields you wear have a -1 penalty to AC. These penalties are temporary, and the objects regain their original statistics one minute after leaving your possession. At 5th level, whenever you attempt to damage an object with a melee attack, add your oracle level to the attack roll. At 10th level, any attacks you make against objects and constructs ignore all damage reduction and count as magical for the purpose of bypassing resistances. At 15th level, whenever you are dealt damage by a manufactured weapon, you can use your reaction to force the wielder to make a Dexterity saving throw to avoid having the weapon collapse into dust immediately after striking you. Magical weapons that would collapse into dust can make a Constitution saving throw to resist this effect. The magical weapon's Constitution saving throw bonus is based on its rarity. Common grants a +5 bonus, Uncommon grants a +7 bonus, Rare grants a +8 bonus, Very Rare grants a +9 bonus, and Legendary grants a +11 bonus.

### **Tongues**

In times of stress or unease, you speak in tongues. Pick one of the following languages: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with verbal components of spells, but it does apply to spells that are language dependent. You gain the selected language as a bonus language. At 5th level, pick an additional language to speak in combat and add it to your list of known languages. At 10th level, you can understand any spoken language, even during combat. At 15th level, you can speak and understand any language, but your speech is still restricted during combat.

### **Channel Divinity**

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Ability Avatar and an effect determined by your mystery. Some mysteries grant you additional effects as you advance in levels, as noted in the mystery description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your oracle spell save DC.

Beginning at 9th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain expended uses.

#### **Channel Divinity: Ability Avatar**

As an action, you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one of the following skills: Arcana, History, Nature, or Religion. For 10 minutes, you can apply double your proficiency bonus to any ability check that makes use of the chosen skill.

## Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## Mystery

Each oracle draws upon a divine mystery to grant her spells and powers. This mystery also grants additional class features and other special abilities. This mystery can represent a devotion to one ideal, prayers to deities that support the concept, or a natural calling to champion a cause.

An oracle must choose one mystery upon taking her second level of oracle. Once made, this choice cannot be changed.

## Mystery Spells

Each mystery has a list of spells - its mystery spells - that you gain at the oracle levels noted in the mystery description. The mystery spells count as oracle spells for you but don't count against the number of oracle spells you know.

## Revelations

Each oracle must choose from among the following mysteries.

### Battle

#### Battle Mystery Spells

Oracle Level	Spells
1st	<i>compelled duel, fog cloud</i>
3rd	<i>enlarge/reduce, spiritual weapon</i>
5th	<i>elemental weapon, fear</i>
7th	<i>freedom of movement, wall of fire</i>
9th	<i>dispel evil and good, hold monster</i>

### Skill at Arms

When you choose this domain at 2nd level, you gain proficiency in all simple weapons, martial weapons, light armor, medium armor, and shields.

### Channel Divinity: Surprising Charge

Starting at 2nd level, you can use your Channel Divinity to move up to your speed toward an attacking enemy. When you are attacked by a creature within your movement speed that you can see, you can use your reaction to move toward the attacker and make a melee weapon attack before the enemy makes his attack roll.

#### Student of War

At 6th level, you gain proficiency with one type of artisan's tools of your choice.

#### Combat Healer

Starting at 6th level, whenever you cast a spell of 1st level or higher with a casting time of one action to restore hit points to a creature, you can cast it as a bonus action (as if using the Quickened Spell Metamagic) by expending an additional spell slot of the same level.

#### War Sight

Starting at 11th level, gain advantage on initiative rolls.

#### Channel Divinity: Battlefield Clarity

Starting at 11th level, after failing an Intelligence, Wisdom, or Charisma saving throw, you can use your Channel Divinity to reroll the die, and you must use the new roll.

#### Battlecry

Starting at 14th level, using your action you can unleash an inspiring battlecry. All allies within 30 feet gain a bonus to attack rolls equal to your Charisma modifier (with a minimum bonus of +1) for 1 minute. A creature cannot gain this bonus again until it has finished a short or long rest.

#### Final Revelation: Champion Warrior

Upon reaching 20th level, you can become a master of battle. Using your action, you channel the powers of your deity and gain the following benefits for 1 minute:

- At the start of each of your turns, you regain 10 hit points.
- You have advantage on weapon attack rolls.
- Enemy creatures within 10 feet of you have disadvantage on saving throws against your oracle spells and Channel Divinity options.

Once you use this feature, you can't use it again until you finish a long rest.

## Bones

### Bones Mystery Spells

Oracle Level	Spells
1st	<i>false life, arms of Hadar</i>
3rd	<i>gentle repose, darkvision</i>
5th	<i>fear, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>raise dead, insect plague</i>

### Armor of Bones

Starting at 2nd level, you gain the ability to cast *barkskin* on yourself at will, without expending a spell slot.

### Channel Divinity: Death's Touch

Starting at 2nd level, you can use your Channel Divinity to make a melee spell attack against a creature. This attack deals necrotic damage equal to your oracle level + your Charisma modifier (minimum 1). If used against an undead creature, it restores as many hit points rather than damaging. This has no effect on constructs.

### Voice of the Grave

At 6th level, add *speak with dead* to your list of spells known if you don't already know it. Additionally, you gain the ability to cast *speak with dead* as a ritual.

### Bleeding Wounds

Starting at 6th level, whenever a creature takes damage from one of your spells or Channel Divinity options that deals necrotic damage (such as *inflict wounds* or the death's touch revelation), it begins to bleed, taking 1d4 damage at the end of each of its turns. The bleeding can be stopped by succeeding a Medicine ability check against your spell save DC.

### Resist Life

Starting at 11th level, when you are hit by an attack that deals necrotic damage, you can use your reaction to make a Constitution saving throw. On a successful save, restore the hit points instead of taking damage. On a failed save, take half damage. Additionally, you gain vulnerability to radiant damage.

### Channel Divinity: Soul Siphon

Starting at 11th level, you can use your Channel Divinity to make a ranged spell attack to unleash a ray that drains the life from an enemy. The ray has a range of 30 feet. On hit, the target takes necrotic damage equal to your oracle level + its challenge rating (minimum 1). You



heal a number of hit points equal to the number of hit points lost by the target. This has no effect on constructs.

#### Undead Servitude

Starting at 14th level, whenever you cast *animate dead*, the undead creatures remain under your control for an additional number of days equal to your Charisma modifier (minimum of 1 additional day). Creatures under your control via this revelation have vulnerability to all damage.

#### Spirit Walk

Starting at 14th level, as an action you can enter the Ethereal Plane. While in this form, you can move in any direction and through any object (except for those made of force). After a number of rounds equal to your Charisma modifier (minimum 1), you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. You can end this effect prematurely as an action or bonus action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

#### Final Revelation: Necrotic Master

Upon reaching 20th level, you become a master of death. You gain the ability to infuse your weapon strikes with negative energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 necrotic damage to the target. Whenever you make a death saving throw, you do not gain a failure on a roll lower than 10, and when you roll a 1 on the d20, you only gain one failure instead of two.

#### Flame

##### Flame Mystery Spells

Oracle Level	Spells
1st	<i>burning hands, hellish rebuke</i>
3rd	<i>continual flame, flame blade</i>
5th	<i>protection from energy, fireball</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>flame strike, hallow</i>

#### Cinder Dance

Starting at 2nd level, your base speed increases by 10 feet.

### Channel Divinity: Fire Breath

Starting at 2nd level, as an action, you can use your Channel Divinity to unleash a 15-foot cone of flame from your mouth. Each creature in the area of the exhalation must make a Dexterity saving throw against your spell save DC. A creature takes 2d6 fire damage on a failed save, and half as much on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

### Gaze of Flames

Starting at 6th level, you can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow you to see normally.

### Burning Magic

Starting at 6th level, whenever a creature fails a saving throw and takes fire damage from one of your spells, it catches on fire. The fire deals 1 fire damage per spell level at the beginning of the burning creature's turn. The fire lasts for 1d4 rounds, but it can be extinguished as an action if the creature succeeds a Dexterity saving throw against your spell save DC. Dousing the creature with water as an action grants advantage on the saving throw, while immersing the creature in water automatically extinguishes the fire. Spells that do not grant a save do not cause a creature to catch on fire.

### Touch of Flame

At 11th level, you gain the ability to infuse your melee spell and weapon attacks with righteous flame. Once on each of your turns when you hit a creature with a melee attack, you can cause the attack to deal an extra 1d8 fire damage to the target.

### Channel Divinity: Heat Aura

Starting at 11th level, as a bonus action, you can use your Channel Divinity to cause waves of heat to radiate from your body. Each other creature within 10 feet must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, and half as much on a successful one. In addition, your form wavers and blurs, forcing disadvantage on all attack rolls against you until your next turn. The damage increases to 4d8 at 17th level.

### Wings of Fire

At 14th level, you gain the ability to manifest a pair of fiery wings from your back, gaining a flying speed equal to double your current speed. You can create these wings as a bonus action on your turn. You can use these wings for 1 minute per oracle level; this duration does not need to be consecutive, but it must be spent in 1 minute increments. You regain all expended time upon completing a long rest.

### Final Revelation: Focus Fire

Upon reaching 20th level, you become a master of fire. When you cast a spell that forces a creature to make a saving throw to resist fire damage, you can give one target of the spell disadvantage on its first saving throw made against the spell (as if using the Heightened Spell Metamagic). You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Heavens

### Heavens Mystery Spells

Oracle Level	Spells
1st	<i>color spray, comprehend languages</i>
3rd	<i>levitate, augury</i>
5th	<i>hypnotic pattern, fly</i>
7th	<i>arcane eye, divination</i>
9th	<i>legend lore, contact other plane</i>

### Lure of the Heavens

Your connection to the skies above is so strong that your feet barely touch the ground. Starting at 2nd level, you no longer leave tracks when you walk, and you can hover above liquid surfaces, as if levitating.

### Channel Divinity: Awesome Display

Starting at 2nd level, you can use your Channel Divinity to create phantasmagoric displays that accurately model the mysteries of the night sky, dumbfounding all who behold them. Each creature that can see you must make a Wisdom saving throw against your spell save DC or be paralyzed until the start of your next turn.

### Coat of Many Stars

Starting at 6th level, casting an illusion spell of 1st level or higher conjures a coat of starry radiance around you that gives disadvantage to all attack rolls made by characters within 5 feet of you until the start of your next turn.

### Channel Divinity: Moonlight Bridge

Starting at 6th level, you can use your Channel Divinity to summon a bridge of shimmering moonlight as an action. The 10-foot-wide span touches the ground at a point adjacent to your position. From this point it can extend in any direction for 10 feet per oracle level. The path persists until you have crossed over the bridge or for 24 hours, whichever is shorter.

Nothing can physically pass through the bridge. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the bridge instantly, however. The bridge also extends into the Ethereal Plane, blocking ethereal travel through the bridge.

### Mantle of Moonlight

Starting at 11th level, your innate understanding of the moon renders you immune to lycanthropy. Additionally, you may disrupt a shapechanger's form with a touch. Upon making an unarmed strike or melee spell attack against a shapechanger within 5 feet, the target is forced into its humanoid form, which it must remain in for a number of rounds equal to your oracle level.

### Guiding Star

Starting at 11th level, whenever you can see the open sky at night, you can determine your precise location. When the night sky is visible to you, you may also add your Charisma modifier to your Wisdom-based ability checks.

### Star Chart

Starting at 14th level, you can spend a short rest consulting your copious notes containing a working model of the night sky expressed in artistic scribbles and arcane mathematical formulae. During this time, you regain all expended spell slots, but you can only cast divination spells until you complete a long rest. You cannot use this feature again until you complete a long rest.

### Final Revelation: Heavenly Harmony

Upon achieving 20th level, your rapport with the heavens grants you perfect harmony with the universe. You receive a bonus on all saving throws equal to your Charisma modifier. Additionally, you are immune to fear effects.

## Life

### Life Mystery Spells

Oracle Level	Spells
1st	<i>cure wounds, sanctuary</i>
3rd	<i>protection from poison, lesser restoration</i>
5th	<i>aura of vitality, revivify</i>
7th	<i>aura of life, death ward</i>
9th	<i>greater restoration, mass cure wounds</i>

### Healing Hands

At 2nd level, you gain proficiency with the Medicine skill. If you are already proficient in Medicine, you gain proficiency in another oracle skill. Your proficiency bonus is doubled for any ability check you make that uses the Medicine skill. Additionally, you can make a Medicine ability check as a bonus action.

### Channel Divinity: Enhanced Cures

At 2nd level, you can use your Channel Divinity to infuse your body with radiant energy. For a number of rounds equal to your Charisma modifier (minimum one), whenever you cast a spell that heals hit points, roll twice the number of dice listed in the spell description. Additionally, you emit bright light in a 10-foot radius, and dim light 10 feet beyond that, and your weapon attacks deal radiant damage instead of their normal damage type.

### Spirit Boost

Starting at 6th level, whenever your healing spells heal a target up to its maximum hit points, any excess points are gained as temporary hit points (up to a maximum number of temporary hit points equal to twice your oracle level + your Charisma modifier).

### Life Link

Starting at 6th level, you may spend one short rest bonding with a willing creature. Whenever your target is at 0 hit points and takes damage, you take the damage instead as long as you are conscious and have at least 1 hit point. Similarly, whenever you are at 0 hit points and take damage, your bonded target takes the damage instead as long as he is conscious and has at least 1 hit point. This bond continues until the bonded creature dies, you die, the distance between you and the other creature exceeds 1 mile, or you end it as a bonus action or action. Both of you notice instantly when the bond is broken. Any creature may only be linked to one other creature at any given time.

### Lifesense

Starting at 11th level, you can see the aura of living creatures within 30 feet of you. This vision can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

### Combat Healer

Starting at 11th level, whenever you cast a spell of 1st level or higher with a casting time of one action to restore hit points to a creature, you can cast it as a bonus action (as if using the Quickened Spell Metamagic) by expending an additional spell slot of the same level.

### Channel Divinity: Delay Affliction

Starting at 14th level, whenever you fail a saving throw against a disease or poison, you may use your Channel Divinity as a reaction to ignore its effects for one hour.

### Final Revelation: Radiant Lifeblood

Upon reaching 20th level, you become a perfect channel for life energy. You become immune to necrotic damage, poison damage, exhaustion, and fatigue. Ability damage and drain cannot reduce you below 1 in any ability score. You gain advantage on Constitution saving throws.

## Lore

### Lore Mystery Spells

Oracle Level	Spells
1st	<i>identify, illusory script</i>
3rd	<i>locate object, augury</i>
5th	<i>tongues, nondetection</i>
7th	<i>locate creature, arcane eye</i>
9th	<i>contact other plane, legend lore</i>

### Arcane Archivist

At 2nd level, your experience with lore-filled tomes has granted you the ability to comprehend spellbooks and scrolls as if your oracle levels were levels of the class associated with the spell. This allows you to use scrolls of any class and record wizard scrolls into spellbooks for use by wizards.

### Channel Divinity: Focused Trance

Starting at 2nd level, you can use your Channel Divinity as an action to enter a deep trance, blocking out visual and auditory stimuli and allowing you to concentrate on a single problem, philosophical issue, or memory. This trance lasts 1d6 rounds, during which time you cannot speak or take actions, bonus actions, or reactions. When you come out of your trance, you may make a single Intelligence-based skill check with +10 bonus and advantage.

### Sidestep Secret

At 6th level, your innate understanding of the universe has granted you preternatural reflexes and the uncanny ability to step out of danger at the very last second. Add your Charisma modifier (instead of your Dexterity modifier) to your Armor Class and your Dexterity saving throws. Your armor's maximum Dexterity bonus applies to your Charisma instead of your Dexterity.

### Lore Keeper

In addition to encyclopedic knowledge, you learn information through tales, songs, and poems. Starting at 6th level, once per day, you may add your Charisma modifier in addition to your Intelligence modifier on any arcana, history, nature, or religion ability check.

### Automatic Writing

Starting at 11th level, you can spend one hour during a long rest in uninterrupted meditation. During this period, your hands produce mysterious writing that pertains to the future. The writing takes the form of a *divination* spell with 90% effectiveness with no material components required.

### Channel Divinity: Whirlwind Lesson

Starting at 11th level, you can use your Channel Divinity to give a swift lesson to a number of allies up to your Charisma modifier (minimum of one). For a number of minutes equal to your oracle level you and your students add your Intelligence modifier to all skills in which you are proficient.

### Brain Drain

Starting at 14th level, you can use your action to violently probe the mind of a single intelligent enemy within 100 feet. The target must have an Intelligence score of at least 3, and it must speak at least one language, though you need not share a language with the target. The target must succeed on an Intelligence saving throw to negate the effects. Upon failure, the target takes 1d4 psychic damage per oracle level. After successfully attacking with this ability, you may use a bonus action on the same turn to jumble through the thoughts and memories of the target. You learn a number of facts equal to your Charisma modifier.

The first time you use this, you suffer no adverse effect. Each time you use this feature again before you finish a long rest, you gain 1 level of exhaustion.

### Final Revelation: Paramount Scholar

Upon reaching 20th level, your studious career grants you a wide breadth of knowledge. You gain advantage on all arcane, history, nature, and religion ability checks.

## Nature

### Nature Mystery Spells

Oracle Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>conjure woodland beings, grasping vine</i>
9th	<i>awaken, commune with nature</i>

### Spirit of Nature

Starting at 2nd level, when in a natural setting, whenever you make a death saving throw, you make it with advantage.

### Channel Divinity: Life Leach

Starting at 2nd level, you can use your Channel Divinity to draw life force from the bodies of enemies and channel it into yourself. As an action, you can drain the life essence from one living target within 30 feet. The target must make a Constitution save or take 1d6 necrotic damage per two oracle levels you possess. A successful save halves the damage. You gain

temporary hit points equal to the damage you deal. You cannot gain more than the target's maximum hit point total.

#### Friend to the Animals

Starting at 6th level, animals within 30 feet of you receive a bonus on all saving throws equal to your Charisma modifier.

#### Nature's Whispers

At 6th level, you have become so attuned to the whispers of the natural world, from the croaking of frogs to the groaning of great boulders, that your surroundings constantly keep you preternaturally aware of danger. When in a natural setting, you may add your Charisma modifier, instead of your Dexterity modifier, to your initiative rolls.

#### Natural Divination

Starting at 11th level, you can read the signs of nature foresee a future event. Upon spending 10 minutes reading the natural sign, you gain a bonus to your Charisma modifier (minimum bonus of +1) for 24 hours. You may only have one bonus from this feature active at a time. Reading the entrails of a freshly killed animal or humanoid grants the bonus to your next saving throw. Observing the flight patterns of birds grants the bonus to your next ability check. Charting marks in the dirt or stone, or observing the behavior of sand thrown into the wind grants the bonus to your next initiative roll.

#### Transcendental Bond

At 14th level, you become so attuned to the common spirit shared by all living things that you can use it to communicate with allies. You may communicate with your allies for a number of rounds equal to your oracle level as if using *Rary's telepathic bond*. Once you use this feature, you must complete a long rest before you can use it again. You may designate a number of willing creatures as your ally equal to your Charisma modifier. Designating a creature is an action that requires a touch.

#### Channel Divinity: Undo Artifice

At 14th level, you gain the ability to use your Channel Divinity to reduce a nonliving item to its component parts, essentially erasing the hand of artifice and rendering the item into a pile of raw natural materials. Magical items subject to this effect receive a Constitution saving throw against your spell save DC to negate the effect. Uncommon items have a +5 bonus on the save, rare items have a +7 bonus, very rare items have a +9 bonus, and legendary items have a +11 bonus.

#### Final Revelation: One with Nature

At 20th level, you have discovered the intrinsic secrets of life itself, granting you incredible control over your own body. During a long rest, you can surround yourself with an organic cocoon. While enclosed in the cocoon, you are considered paralyzed. Eight hours later, you emerge having changed your type to plant, animal, or humanoid. This change does not alter your hit dice, hit points, saving throws, skill points, class features, or proficiencies. Each time the transformation is made, you are cleansed of all poisons and diseases, are restored to full hit



points, and heal all ability damage. You must select a new type every time the transformation is made.

## Stone

### Stone Mystery Spells

Oracle Level	Spells
1st	<i>find traps, heroism</i>
3rd	<i>barkskin, heat metal</i>
5th	<i>dispel magic, meld into stone</i>
7th	<i>stoneskin, stone shape</i>
9th	<i>dispel evil and good, wall of stone</i>

### Acid Skin

Starting at 2nd level, you gain resistance to acid damage.

### Channel Divinity: Shard Explosion

At 2nd level, you can use your Channel Divinity as a bonus action to cause jagged pieces of stone to explode outward from your body. These shards deal 1d4 piercing damage per oracle level to all creatures within 10 feet of you. In addition, the broken shards make the area difficult terrain.

### Rock Throwing

Starting at 6th level, you are an accomplished rock thrower and have proficiency in improvised thrown weapons. You can hurl rocks up to two categories smaller than your own size. The range for a hurled rock is 50 feet or 200 feet with disadvantage. Damage for a hurled rock is 2d4 + twice your Strength modifier.

### Steelbreaker Skin

Starting at 6th level, as a reaction to a melee weapon attack, you can harden your flesh so that weapons that strike you are damaged or destroyed. You grant the attacker advantage on his attack. Any time a nonmagical melee weapon strikes you, the weapon takes an amount of damage equal to your oracle level. This ability does not prevent the weapon from harming you unless the damage destroys the weapon.

### Touch of Acid

At 11th level, you gain the ability to infuse your melee spell and weapon attacks with corrosive acid. Once on each of your turns when you hit a creature with a melee attack, you can cause the attack to deal an extra 1d8 acid damage to the target.

### Clobbering Strike

Starting at 11th level, whenever you score a critical hit against an opponent with a spell that requires an attack roll, the target must make a Strength saving throw or be knocked prone.

### Channel Divinity: Crystal Sight

Starting at 14th level, you can use your Channel Divinity to see through stone, earth, or sand as easily as if it were transparent crystal. Your gaze can penetrate a number of feet equal to your oracle level. Additionally, you can see through a number of inches of metal equal to your oracle level. A thin sheet of lead still blocks your sight. This effect lasts for a number of minutes equal to your Charisma modifier.

### Final Revelation:

Upon reaching 20th level, you take on characteristics of unmoving earth. You have advantage on Strength saving throws against being knocked back or thrown prone. Additionally, you gain resistance to nonmagical slashing damage.

### Waves

#### Waves Mystery Spells

Oracle Level	Spells
1st	<i>create or destroy water, fog cloud</i>
3rd	<i>misty step, gust of wind</i>
5th	<i>water breathing, sleet storm</i>
7th	<i>control water, ice storm</i>
9th	<i>cone of cold, mass cure wounds</i>

### Icy Skin

Starting at 2nd level, you gain resistance to cold damage.

### Channel Divinity: Ice Armor

Starting at 2nd level, you can use your Channel Divinity to summon thick plates of ice around yourself as an action. For a number of minutes equal to your Charisma modifier, your AC becomes 18 (ignore your Dexterity modifier, as with heavy armor). Additionally, your speed is reduced by 10 feet. This feature ends early when the ice armor is broken or when dismissed as an action.

Whenever you are attacked, the ice armor takes damage. If the attack roll equals or exceeds your Armor Class, both you and your ice armor take damage. The ice armor has a number of hit points equal to three times your oracle level + your Charisma modifier, vulnerability to fire and bludgeoning damage, resistance to slashing and acid damage, and immunity to cold damage.

### Water Sight

Starting at 6th level, you can see through fog and mist without penalty as long as the light is sufficient to allow you to see normally.

### Fluid Nature

At 6th level, your understanding of the fluid nature of water manifests in your own physical ability. You can take a bonus action on each of your turns in combat to take the Dodge action.

### Wintry Touch

At 11th level, you gain the ability to infuse your melee spell and weapon attacks with bitter cold. Once on each of your turns when you hit a creature with a melee attack, you can cause the attack to deal an extra 1d8 cold damage to the target.

### Freezing Spells

Starting at 11th level, whenever a creature takes cold damage from one of your spells, its speed is reduced by 10 feet until the start of your next turn.

### Channel Divinity: Fluid Travel

Starting at 14th level, you can use your Channel Divinity to manipulate the flow of water around you. As an action, you designate a number of allies up to your Charisma modifier (minimum of one). For eight hours, you and these allies gain a swim speed of 60 feet and the ability to breath water. Additionally, weapon attacks made by you and your allies do not suffer disadvantage from being submerged in water.

### Final Revelation: Converging Cold

Upon reaching 20th level, you become a master of cold. When you cast a spell that forces a creature to make a saving throw to resist cold damage, you can give one target of the spell disadvantage on its first saving throw made against the spell (as if using the Heightened Spell Metamagic). You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Wind

### Wind Mystery Spells

Oracle Level	Spells
1st	<i>fog cloud, sanctuary</i>
3rd	<i>silence, gust of wind</i>
5th	<i>sending, fly</i>
7th	<i>freedom of movement, confusion</i>
9th	<i>insect plague, dream</i>

### Spark Skin

Starting at 2nd level, you gain resistance to lightning damage.

### Channel Divinity: Lightning Breath

Starting at 2nd level, as an action, you can use your Channel Divinity to unleash a 30-foot line of electricity from your mouth. Each creature in the area of the exhalation must make a Dexterity saving throw against your spell save DC. A creature takes 2d6 lightning damage on a failed save, and half as much on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

### Vortex Spells

Starting at 6th level, whenever you score a critical hit against an opponent with a spell that requires an attack roll, the target must make a Constitution saving throw or be stunned until the end of its next turn.

### Channel Divinity: Air Barrier

Starting at 6th level, you can use your Channel Divinity to create an invisible sphere of swirling air extending from a 10-foot radius around you as an action. The barrier remains for a number of minutes equal to your Charisma modifier (minimum of one) or until dispelled as an action. Any ranged projectile attack (including ranged spell attacks, except rays) that originates from outside the barrier has disadvantage if the projectile must pass through the barrier.

Additionally, if the attack fails to hit, the projectile is caught within the sphere, and as a reaction, you can fire the projectile at any target within 30 feet, or 120 feet with disadvantage. Use your Charisma modifier for the return attack roll.

### Touch of Electricity

At 11th level, you gain the ability to infuse your melee spell and weapon attacks with flashing electricity. Once on each of your turns when you hit a creature with a melee attack, you can cause the attack to deal an extra 1d8 lightning damage to the target.

### Wings of Air

At 14th level, you gain the ability to manifest a pair of translucent, cloud-like wings from your back, gaining a flying speed equal to double your current speed. You can create these wings as a bonus action on your turn. You can use these wings for 1 minute per oracle level; this duration does not need to be consecutive, but it must be spent in 1 minute increments. You regain all expended time upon completing a long rest.

### Final Revelation: Amplify

Upon reaching 20th level, you become a master of air and electricity. When you cast a spell that forces a creature to make a saving throw to resist thunder or lightning damage, you can give one target of the spell disadvantage on its first saving throw made against the spell (as if using the Heightened Spell Metamagic). You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots per Spell Level								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Oracle's Curse	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity, Revelation	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	4	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	Curse Refinement	5	6	4	3	2	—	—	—	—	—	—
6th	+3	Revelation	5	7	4	3	3	—	—	—	—	—	—
7th	+3	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	Channel Divinity (2/rest)	5	10	4	3	3	3	1	—	—	—	—
10th	+4	Curse Refinement	6	11	4	3	3	3	2	—	—	—	—
11th	+4	Revelation	6	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	Revelation	6	13	4	3	3	3	2	1	1	—	—
15th	+5	Curse Refinement	6	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	—	6	15	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (3/rest)	6	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	Final Revelation	6	15	4	3	3	3	3	2	2	1	1